MICRO VS. SYSTEM™

DONKEY KONG 3™

INSTRUCTION

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Nintendo®

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INTRODUCTION

MICRO VS. SYSTEM DONKEY KONG 3 is a new type of game you can play either by yourself (vs. the computer) or vs. a competitor.
Game A is a one-player game (you vs. computer), and Game B is a two-player game (you vs. a competitor).
In the two-player game a handicap can be set so that both skilled and unskilled players can enjoy the game on equal terms.

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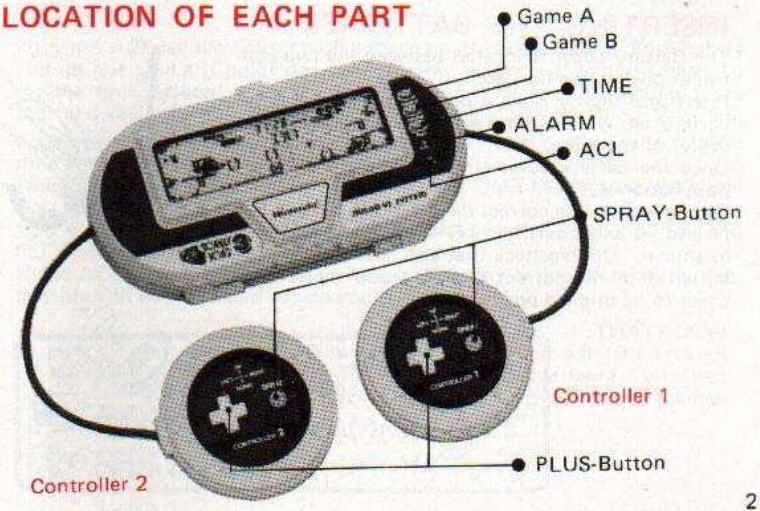
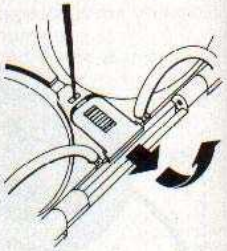
LOCATION OF EACH PART



INSERTING THE BATTERIES

The Battery cover is located between the two controller pockets on the case.
Insert and lightly push a pointed object down on battery tab while pulling battery cover towards the center of the game.
Once the battery cover is removed, lift up to expose batteries.
Carefully note the correct direction of the batteries (+ and −) and insert two LR-44 or SR-44 batteries as shown. Doublecheck that you have inserted the batteries in the correct direction and replace the cover to its original position.



IMPORTANT:
Be sure that the batteries are placed in the game correctly. Incorrect installation and direction may damage game.

TIME SET

Push the ACL switch lightly with a sharp pointed instrument. Push lightly and do not hold the point down. A display will appear as illustrated. To set the time without canceled the high score or alarm time setting, place the time key and, while holding it in, place and release the ALARM switch.

By pressing the PLUS-button, you control the hours. (Check the AM/PM time.) The SPRAY-button controls the minutes.
When you have set the desired time, press the TIME key and the clock will start.
You can set the time or alarm time by pressing the SPRAY-button and PLUS-button on either CONTROLLER 1 or 2.
If the ACL switch is left pressed for an extended period of time, the battery life will be shortened considerably.

ALARM SET

Push ALARM switch lightly with a sharp pointed instrument and bell will appear in upper righthand corner. (If bell does not appear, push again.) Alarm is set when the bell is on the screen.

By pressing the PLUS-button, you control the hours. (Be sure to check the AM/PM time.) SPRAY-button controls the minutes.

After setting numbers in the above manner, push TIME key to set the alarm time. When the pre-set alarm time is reached, the ALARM bell rings.

The bell flashes and rings for about one minute. To turn off manually, press the time key. (When your MICRO VS. SYSTEM is in the game mode during alarm time, the bell appears, but without the sound.)

Push TIME key to check the alarm time. It is indicated while the key is depressed.

NAME OF EACH PART

(Control Buttons)

* **Controller 1** . . . . . .Operates Stanley.

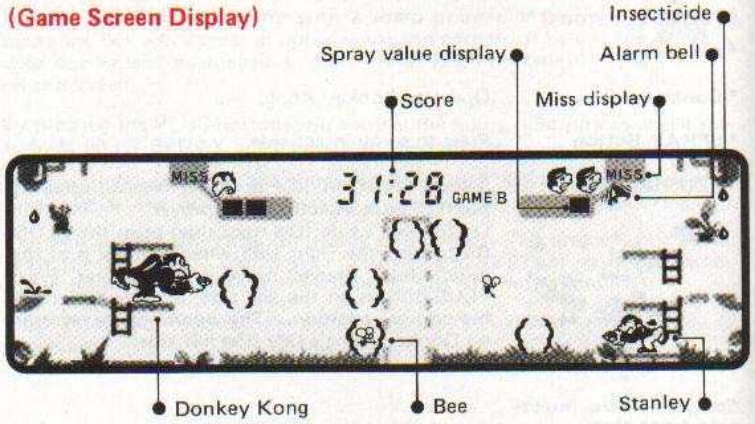
* **Controller 2** . . . . . .Operates Donkey Kong.

* **SPRAY-Button** . . . . .Press to spray insecticide.

* **PLUS-Button** . . . . . .Selects upper, middle or lower level as spraying point or adds insecticide to sprayer. On Stanley's side (the right side) press the PLUS-Button on the right side when Stanley is at the middle level; Stanley moves to fill sprayer. Press PLUS-Button on the left side; Stanley returns to his original position. The operation is reversed on Donkey Kong's side (the left side).

Sprayer receives insecticide drops here.

(Game Screen Display)



*** Spray Value Display** . .Displays the number of remaining sprays in sprayer. (Maximum Display: 3 sprays)
One spray is subtracted for each spraying. (When no insecticide remains, no spraying occurs.)
Each time insecticide, falling in drops, is caught, one spray value is added.

*** Miss Display** . . . . . .One miss mark is added each time a miss is made. Three misses and game is over.

*** Bee** . . . . . .Flies up and down. When one side catches a bee in a spray of insecticide, bee moves toward the opposite side.

HOW TO PLAY

In the greenhouse, Donkey Kong and Stanley are frantically fighting off bees to defend their garden and each force the bees towards their rival's side.

(Game A)

* Game A is a one-player game, you vs. the computer. Object of Game A — score points.
Stanley is operated by Controller 1 (right), while Donkey Kong is operated by the computer.
When Game A key is pressed, highest previous score is displayed; when released, the game starts. (The maximum score displayed is 9999 points.)
When bee is caught in spray of insecticide and moves toward Donkey Kong's side, one point is added.
When bee reaches Donkey Kong's side, 10 bonus points are awarded.
When bee reaches Stanley's side, one miss is scored.
Three misses and the game is over.
If a bee reaches Donkey Kong's side, no miss is scored. Miss is only scored and displayed in two-player game.

(Game B)

* Game B is a two--player game. Object of Game B — Battle opponent.
Stanley is operated by Controller 1 (right), while Donkey Kong is operated by Controller 2 (left).
Press Game B key twice and game starts.
50 : 50, initial score, appears on the score display. When a bee reaches your garden, points are subtracted.

When your score is 0 or bee reaches your garden, one miss is scored. Three misses and game is over.
Game is reset at 50 : 50 after a miss is made.

HANDICAP GAME

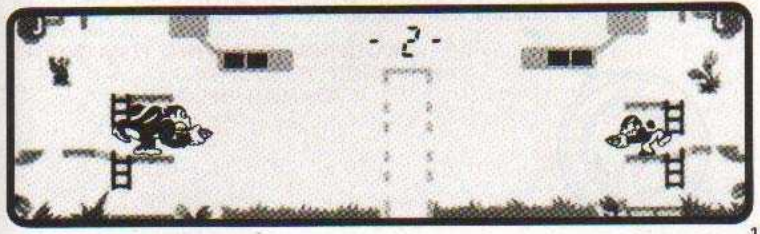
In a two-player game (Game B) a proficient player can be handicapped to play games on an equal level with his competitor. Handicap is set to control how fast drops of insecticide fall on Stanley's side.

(How to Handicap)

Press Game B key once; "0" appears on the score display. Each time spray is pressed, using Controller 1 or Controller 2, the number is changed (0–1–2–3). "0" means no handicap is preset. The greater the number, the faster the drops of insecticide fall on Stanley's side. This is to his advantage. Press Game B key again and the handicap game starts.

(How to advance in game)

Only a maximum of three drops of insecticide can be stored, so use your sprays wisely. Remember you must also have sprays available to defend your garden.



PAUSE FUNCTION

A one-player game (Game A) can be paused by pressing SPRAY-Button on Controller 2 (left).
The Pause is released automatically after about four minutes. To release earlier, press SPRAY-Button on Controller 1 (right).

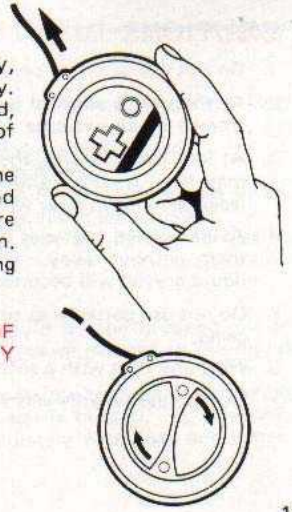
REMARKS

All mode keys (Game A, Game B, TIME, ALARM, and ACL) can be operated during a game. With these pressed, a game is terminated automatically. If no keys are pressed within four minutes during a game, the TIME mode is reset automatically (except during Pause in Game A).

CONTROLLERS

* To remove controllers from the main body, hold controllers and pull out the cords slowly.
* To play a game with the main body closed, insert cords into holes located at both ends of main body.
* To rewind cords, turn the reel slowly in the direction of the arrow (clockwise), and wind the cords up to the red marks. If cords are too tight, carefully pull out and wind again.
* Store the controllers in the upper housing (display screen side), then carefully close main body.

IMPORTANT: IMPROPER HANDLING OF CONTROLLER CORDS MAY CAUSE DAMAGE.



CAUTIONS

1. Do not use pencil or pen when pressing ACL or ALARM switch.
2. As the unit is made of precise electronic components, avoid the use and storage at an extreme temperature. Avoid heavy shocks to the game.
3. At low temperatures, the response speed may slow down or the lighting may fail. As the liquid crystal is destroyed at high temperatures, never leave the unit in a car which is exposed to direct sun light.
4. As exhausted batteries will give an adverse effect to the unit, replace them without delay. (If the battery is exhausted, the display of the liquid crystal will become vague and difficult to see.)
5. Do not use batteries as toys. To be used only as intended for use in this game.
6. Wipe any dust with a soft dry cloth.
7. Do not use volatile oils such as thinner, benzine or alcohol for wiping.

Batteries and Liquid Crystal

Batteries

1. When batteries are removed from this game unit, be sure to keep them out of the reach of children.
2. Battery life is the same whether installed in game or removed.
3. If a battery is swallowed, call a doctor immediately.
4. Do not recharge batteries or place them on metal or aluminum sheet. Be careful not to carry two or more batteries in the same pocket.
5. Do not use batteries as toys. To be used only as intended for use in this game.

Liquid crystal

* The liquid crystal uses glass parts. It should not be dropped, hit or placed under pressure. Any of these can cause damage to the liquid crystal.
* The liquid crystal is designed as well as possible to prevent shattering of glass and leaking of liquid if the crystal is broken. If, however, liquid does contact the skin, wash immediately with soap and water.

SPECIFICATIONS

Dimension	: 158 mm(W) x 86 mm(H) x 24 mm(D)
Net Weight	: 187 g (Including Batteries)
Battery	: Two Alkali-Manganese batteries (LR-44 or SR-44)
Life of the battery	: Approx. 5 months with one hour play a day(LR-44)
Time display	: 12-hour system, hour and minute
Accuracy of the clock	: Average daily differential within ±3 secs. (Under normal temperature)
Alarm	: Set in 1-min. intervals.
Working temperature	: 50°F ~ 104°F (10°C ~ 40°C)

MEMO

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